USER STORIES

Unity Prototype

1. Play game - As a player I want to play this game for entertainment and to learn Black history.

2. Spawn Entity - As a modder, I want to spawn an entity, for the player to interact with and control.

4. Move character - As a player I want to press the arrow keys so that my player will move

5. Attack enemies - As a player I want to press the spacebar so that my player will attack its enemies

6. Earn points - As a player I want to earn points because I want the game to be competitive and to see a progression of my skills

7. Load mods - As a modder I want to load mods because I want to customize the game to fit my needs

Application Prototype

8. Create Entity - As a modder, I want to create game entities and set their attributes, because they will be the actors in the game, such as the player and their enemies.

9. Save Entities - As a modder, I want to save entities so that they can be used in the game.

10. Create Level - As a modder, I want to create levels because they will be the main area of gameplay

11. Add Entity To Level - As a modder, I want to add entities to the level because I want objects in the game with a certain theme for the player to encounter by level

12. Remove Entity From Level - As a modder, I want to remove entities from the level because sometimes they don’t work out where they are, or make it more complicated than I want

13. Save Level - As a modder, I want to save levels so that the game can load them later

14. Package Levels and Entities - As a modder, I want to package levels and entities so that it will be easier for the player to move and load them within the game